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Borden, M.A.; Kruse, D.E.; Caskey, C.F.; Shukui Zhao; Dayton, P.A.; Ferrara, I
Ultrasonics, Ferroelectrics and Frequency Control, IEEE Transactions on
Volume 52, Issue 11, Nov. 2005 Page(s):1992 - 2002
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Gentsch, D.; Shang, W.;
Plasma Science, IEEE Transactions on
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Yanyun Chen; Lin, S.; Hua Zhong; Ying-Qing Xu; Baining Guo; Heung-Yeung :
Visualization and Computer Graphics, IEEE Transactions on
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Terasawa, M.; Kimura, F.;
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☐ 5. **Segmentation and object tracking for the microstructure analysis of soil**
Donohoe, G.W.; Boccabella, M.F.; Gill, J.J.;
Signals, Systems and Computers, 1991. 1991 Conference Record of the Twen
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1 Constraint-based approach for automatic hinting of digital typefaces   ▨

Ariel Shamir
April 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(384.75 KB)   Additional Information: full citation, abstract, references, index terms

The rasterization process of characters from digital outline fonts to bitmaps on displays must include additional information in the form of *hints* beside the shape of characters in order to produce high quality bitmaps. Hints describe constraints on sizes and shapes inside characters and across the font that should be preserved during rasterization. We describe a novel, fast and fully automatic method for adding those *hints* to characters. The method is based on identifying hinting ...

Keywords: Digital typography, fonts, geometric constraints, hinting

2 Model-based matching and hinting of fonts   ▨

Roger D. Hersch, Claude Betrisey
July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques SIGGRAPH '91**, Volume 25 Issue 4
Publisher: ACM Press
Full text available: 📄 pdf(839.96 KB)   Additional Information: full citation, abstract, references, citings, index terms

In today's digital computers, phototypesetters and printers, typographic fonts are mainly given by their outline descriptions. Outline descriptions alone do not provide any information about character parts like stems serifs, shoulders, and bowls. But, in order to produce the best looking characters at a given size on a specific printer, non-linear operations must be applied to parts of the character shape. At low-resolution, grid-fitting of character outlines is required for generating nice and ...

Keywords: digital typography, grid-fitting automatic hinting, outline fonts, shape matching, topological model

3 Computer-aided parallelization of continuous media applications: the 4D beating heart slice server   ▨

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1 **Image-based editing and image-based animation: Isoluminant color picking for non-photorealistic rendering**
Trân-Quân Luong, Ankush Seth, Allison Klein, Jason Lawrence
May 2005 **Proceedings of the 2005 conference on Graphics interface GI '05**
Publisher: Canadian Human-Computer Communications Society
Full text available: 📄 pdf(954.45 KB)   Additional Information: full citation, abstract, references

> The physiology of human visual perception helps explain different uses for color and luminance in visual arts. When visual fields are isoluminant, they look the same to our luminance processing pathway, while potentially looking quite different to the color processing path. This creates a perceptual tension exploited by skilled artists. In this paper, we show how reproducing a target color using a set of isoluminant yet distinct colors can both improve existing NPR image filters and help create ...

> **Keywords:** artistic dithering, color halftoning, nonphotorealistic rendering

2 **The motion dynamics of snakes and worms**
◆ Gavin S. P. Miller
June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques SIGGRAPH '88**, Volume 22 Issue 4
Publisher: ACM Press
Full text available: 📄 pdf(6.78 MB)   Additional Information: full citation, abstract, references, citings, index terms

> Legless figures such as snakes and worms are modelled as mass-spring systems. Muscle contractions are simulated by animating the spring tensions. Directional friction due to the surface structure is included in the dynamic model and legless figure locomotion results. Various modes of locomotion are described.

> **Keywords:** animation, deformation, dynamics, elasticity, locomotion, modeling, rendering, simulation, texture

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